

**NAME**

**thr\_set\_name** - set user-visible thread name

**LIBRARY**

Standard C Library (libc, -lc)

**SYNOPSIS**

```
#include <sys/thr.h>
```

*int*

```
thr_set_name(long id, const char *name);
```

**DESCRIPTION**

The **thr\_set\_name()** system call sets the user-visible name for the thread with the identifier *id* in the current process to the NUL-terminated string *name*. The name will be silently truncated to fit into a buffer of MAXCOMLEN + 1 bytes. The thread name can be seen in the output of the ps(1) and top(1) commands, in the kernel debuggers and kernel tracing facility outputs, and in userland debuggers and program core files, as notes.

**RETURN VALUES**

If successful, **thr\_set\_name()** returns zero; otherwise, -1 is returned, and *errno* is set to indicate the error.

**ERRORS**

The **thr\_set\_name()** system call may return the following errors:

- |          |   |
|----------|---|
| [EFAULT] | The memory pointed to by the <i>name</i> argument is not valid.                 |
| [ESRCH]  | The thread with the identifier <i>id</i> does not exist in the current process. |

**SEE ALSO**

ps(1), \_umtx\_op(2), thr\_exit(2), thr\_kill(2), thr\_kill2(2), thr\_new(2), thr\_self(2),  
pthread\_set\_name\_np(3), ddb(4), ktr(9)

**STANDARDS**

The **thr\_set\_name()** system call is non-standard and is used by the 1:1 Threading Library (libthr, -lthr).

**HISTORY**

The **thr\_set\_name()** system call first appeared in FreeBSD 5.2.